



EXCELLENT
CARTOONY
GRAPHICS

COMMODORE
64/128

5 amazing games in
one! An intricate
maze infested with
an energy virus –
escape from a radio
active waste shoot –
target practice with
huge laser cannon –
fly thru an intense
meteor storm – and
finally control the
mega robot!!!



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ACTUAL C64
SCREEN SHOTS

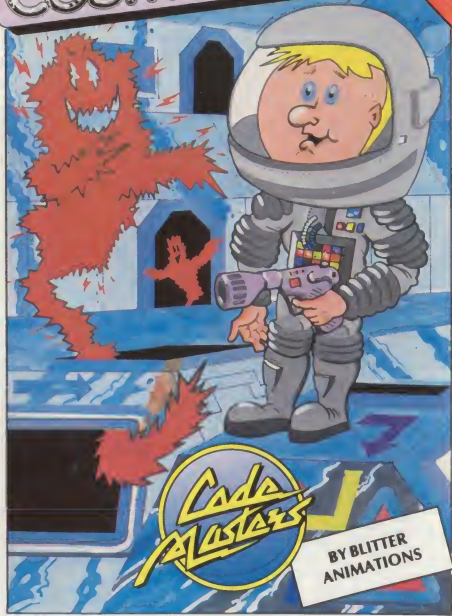
COSMONUT



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COSMONUT?

COMMODORE
64/128



BY BLITTER
ANIMATIONS

MUSIC BY
DAVID
WHITTAKER

COSMONUT

There is a battle taking place of
immense proportions. Two
Super-Robots the size of large
mountains are battling to the death,
to decide the fate of two conflicting
races on the planet Cybor.

You control COSMONUT, a small
Worker-Droid who has managed to
skillfully get inside the head of the
Super-Robot who represents your
people. You are trying to help it win
the battle by destroying the many
alien droids which are crippling it
from within. They were planted
there by the enemy as an unfair
attempt to make you lose the battle.

PTO

5 GAMES
IN ONE!

LOADING: (C128 users select C64 mode)
Type LOAD press RETURN

Your Super-Robot power level is shown on an indicator at the top of the display – labled ROBOT POWER. If you allow this to drop to zero you have lost the battle.

START

You enter the robot in a corner of the internal bio-mechanical workings of its head. Shoot and destroy any swarming aliens which you encounter – do not allow them to make direct contact with you.

RECHARGING

The small pulsating cubes can be used to recharge your neon laser. Use only when necessary and conserve laser power at all times.

SHIELD ACTIVATION

The larger rectangular pedestals allow you to activate your liquid jade suit which shields you from the enemy.

ROOM DEGENERATION

You must neutralise and degenerate all of the rooms which have been placed there by the enemy to drain your robots power. These are accessed by entering the pulsating portholes and must be deactivated as follows:

Meteor Room

Simply travel to the opposite side of the room, against the current of meteors.

Radio Active Waste Dump

You must travel the length of this tunnel being very careful to avoid the nuclear waste which rolls towards you.

Megalaser Room

You will find a swarm of aliens which must be destroyed within the time limit. To fire a Quad-laser make sure you are in front of the control panel and press FIRE. You can exit the room by leaving either side.

There is also one other type of porthole, this will allow you to enter the Super-Robot control room. Here is where you get the chance to boost your robots power back up to maximum by helping out in the battle.

Fire lasers at the enemy robot to force him back. When he is out of range your robots power is boosted to maximum, CONDITION GREEN. You can exit this room at any time by pressing the SHIFT key.

When all the rooms have been degenerated in the first maze a door will be opened to allow you into the second maze.

When this maze is completed a door will open to allow you into the CENTRAL CONTROL ROOM. At this point your robot is so powerful that a few good hits will cause the ultimate destruction of the enemy!

HINT

For each room you degenerate the next will be harder, so choose carefully the order in which to tackle them.

CONTROLS

Use a Joystick in Port 2 or the keys:

A – Up, Z – down, * – Left, ↑ – Right,

SPACE – Fire

The SHIFT key is used to exit the Control Room.



Commandes:

Choisissez entre un joystick branché au port 2, ou entre les touches de votre clavier:

| | |
|----------------------|--------------|
| A – | vers le haut |
| Z – | vers le bas |
| * – | à gauche |
| ↑ – | à droite |
| Barre d'espacement – | Tir |

La touche SHIFT vous sert pour quitter le poste de contrôle.

Résumé:

Vous vous trouvez dans la tête d'un gigantesque Super-Robot qui se trouve entraîné dans un combat sans merci. Votre mission est de neutraliser une masse d'Aliens et de purifier toutes les pièces des deux labyrinthes. La porte du poste de contrôle central s'ouvrira pour que vous puissiez y accomplir votre dernier combat, lorsque vous aurez rempli votre mission.

Il vous faut accomplir chaque mission pour rendre une pièce neutre.

Pénétrez dans une pièce Robot-Control pour accroître votre force robotique. Pour cela, tirer aussi longtemps que nécessaire sur votre adversaire jusqu'à ce qu'il atteigne le niveau vert (Condition Green).

Quittez à ce moment la pièce en appuyant sur la touche SHIFT.



Steuerung

Benutzen Sie entweder einen Joystick (Port 2) oder die folgenden Tasten:

| | |
|-------------|----------|
| A – | hoch |
| Z – | herunter |
| * – | links |
| ↑ – | rechts |
| Leertaste – | Feuer |

Die SHIFT – Taste dient zum Verlassen des Kontrollraums.

Zusammenfassung

Sie befinden sich im Kopf eines gigantischen Super-Roboters, der sich in einem Kampf bis zur letzten Konsequenz befindet.

Ihre Aufgabe besteht darin, die Massen von Aliens unschädlich zu machen und alle Räume in den beiden Labyrinthen zu neutralisieren. Wenn Sie dies geschafft haben, öffnet sich die Tür zum zentralen Kontrollraum, von wo aus Sie Ihren Kampf zuende bringen können. Um die Räume neutralisieren zu können, müssen Sie erst Ihre Aufgabe in jedem dieser Räume erfüllen. Um Ihre Robot-Kraft zu verstärken, betreten Sie einen ROBOT CONTROL ROOM. Feuern Sie dann so lange auf Ihren Gegner, bis dieser auf Stufe Grün (CONDITION GREEN) zurückgeht. Verlassen Sie dann den Raum, indem Sie die SHIFT – Taste drücken.



Controles:

Conectar el Joystick en el port 2 o usar el teclado:

| | |
|---------|-----------|
| A – | arriba |
| Z – | abajo |
| * – | izquierda |
| ↑ – | derecha |
| SPACE – | disparo |

Te encuentras dentro de la cabina de un gigantesco super-robot, que está librando una batalla a muerte contra otro robot. Debes destruir todos los enemigos que te atacan y neutralizar todas las salas de los 2 laberintos. Cuando lo consigas, se abrirá una puerta que te dará paso a la sala central de control donde finalizará la batalla.

Para neutralizar las salas debes cumplir tu misión en cada una de ellas. Para aumentar la potencia de tu robot debes penetrar en una sala de control de robots y disparar contra los enemigos antes de que le fuerces a entrar en Condicion Verde. Para salir de la sala debes pulsar la tecla SHIFT.



Made in England

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